

D2v3 Gaming System

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DEDICATION

To all the players who take on roles, to fight against dragons, vampires, wizards, the undead, and sometimes accountants. I hope you enjoy the game.

D2v3 Gaming System (v3)

Role Play Instead Of Roll Play!

The D2v3 System Core Rules

Welcome to the D2v3 Gaming System Version 3, a tabletop gaming system designed for quick role playing games when you don't have the time (or the will) for more complicated RPG systems, but you still want to do a little role playing.

The focus behind the simple mechanics of the D2v3 system is to encourage more roleplay (actual character and story-based gaming) and less roll play (throwing dice and big numbers around). Banking on vagaries of obscure rules should not figure into a good, solid, fun game.

All you really need to play a game with the D2v3 system is this document, a few pencils, some paper, a coin or die per player, and someone willing to be the game master. Once you have these, you'll be ready to start roleplaying!

The acquisition of items and gold is of little importance in the mechanics of the D2v3 system. It is assumed that the heroes will acquire better armor, newer weapons, and so on as the game plays out over time. The details of all of these are left up to the game master and the player's imaginations.

When your character goes up a level, your character will automatically have skill points to spend on various things, including a better armor class and better damage potential. Players are encouraged to give stories and reasons as to why their characters' stats have improved. Perhaps your character now has a longsword instead of a short sword, has a new shield, or has learned the subtle art of getting out of the way. Feel free to be creative.

With all of that said, onto the gritty details of the D2v3 system.

SKILL POINTS

- Everything in the D2v3 system is a skill: Hit Points, Resistances, Spells, etcetera. A character will receive a base of 10 or 15 skill points at level one depending on the result of a d2 roll. A character will also receive 5 or 10 more skill points per level depending upon the result of a d2 roll taken with the increase of each level.

HIT POINTS

- A character will automatically receive either 1 or 2 hit points per level depending on the result of a d2 roll. Also, skill points may be spent to increase hit points beyond this standard increase. A character is active and can attempt to perform any action until brought below 0 hit points. At -1 to -9 hit points, a character is unconscious and dying. At

-10 hit points, a character is dead.

SPELL POINTS

- Any class can purchase spell points and cast any spell they have points in. A character must spend one spell point in order to cast a spell.

SPELLS

- There are four standard types of spells and resistances for each of them. The types are Fire, Cold, Electricity, and Sonic.
- A d2 roll determines whether or not the spell hits the target.
- The number of points a character has in a particular spell type determines the amount of potential damage dealt.
- In order for the target to be actually damaged, the potential damage must be greater than the target's resistance.
- So, if Emily has a fire resistance of 2 and Adam has a fire spell of 3, then 1 damage is dealt to Emily if Adam is successful at hitting her with the spell.

WEAPON DAMAGE

- A d2 roll determines whether or not the weapon hits the target
- The number of points a character has in weapon damage determines the amount of potential damage dealt.
- In order for the target to be actually damaged, the potential damage must

be greater than the target's Armor.

- So, if Emily has an Armor of 2 and Adam has a Weapon damage score of 3, then 1 point of actual damage is dealt.

ARMOR

- The number of Armor points a character has determines how well a character can absorb or avoid damage from weapons.
- In order to actually damage a character, the potential Weapon Damage of the opponent has to beat the Armor of the target (unless the optional Critical Hits rule is used)

HEAL SPELL

- The number of points a character has in the Heal Spell determines the number of hit points that character can restore to a target character that has lost hit points.
- A d2 roll determines whether the target is healed of the total amount of possible points in the Heal Spell skill or only half.
- The target cannot end up with more than its max Hit Points.
- A spell point is used to cast this spell, just as with all other spell types.

SNEAK

- This skill is used to attempt to sneak up on or around an enemy.

- A d2 roll determines whether or not the character even has a chance of sneaking.
- The number of points in the Sneak skill is how effective the sneaking is.

SPOT

- This skill is used to catch those attempting to sneak up on one.
- A d2 roll is used to determine whether or not it is possible to spot an opponent.
- If the number of skill points in this skill is greater than the opponents skill points in sneak, then the opponent is spotted.

INITIATIVE

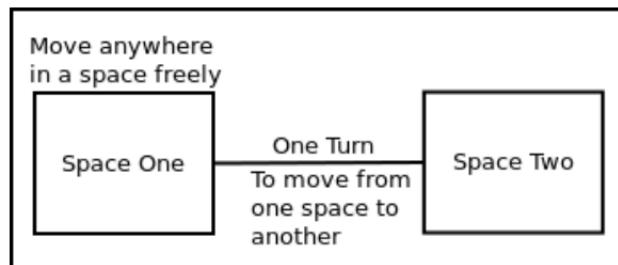
- Initiative is based on a combination of the result of a d2 roll and the number of skill points in the Initiative skill.
- The d2 roll determines whether a character goes Quickly or Slowly.
- All who go Quickly will take their actions before those who go slowly.
- Those with the same main initiative, both Slow or both Quick, use their initiative skill points to decide who goes first.
- The one with the most skill points in the Initiative skill goes first.
- It is possible for two characters to go at the same time.
- So, if Emily has 5 points in Initiative and Adam has 4 points, and they both

roll to go Quickly, then Emily will go first.

- However, if Adam rolls to go Quickly and Emily rolls to go Slowly, then Adam will go before Emily even though Emily has more points in Initiative.

Movement

- Movement in the D2v3 system is fairly simple.
- An adventure takes place over one or more spaces.
- Within each "space" a character can move freely as part of their turn.
- To move from one space to another uses up a player's turn.
- You can think of spaces as rooms in a dungeon. A player can reach anything in that room or space within a turn and still attack, grab items, defend, etc.



OPTIONAL RULE - CRITICAL HITS

- If a character succeeds at hitting a target with a weapon attack or with a spell attack, then the character can roll again to see if a critical hit is scored.
- If the critical hit succeeds then 1 point of critical damage is dealt to the target.
- This 1 point of critical damage ignores Resistances and Armor.
- This could allow a low-level character to take down a dragon if the dragon was very unlucky and the low-level character was very lucky.

CREATING NEW SKILLS

- Creating New Skills is fairly simple, one needs simply to keep in mind that a counter skill needs to exist for every skill - just as spot and sneak are opposites of each other, and weapon damage and Armor are opposing skills.
- Also, you may wish to increase the number of skill points allotted per level to allow for balance in purchasing skills from a wider skill set.

RACES

- A character may be a human, elf, dwarf, gnome, or hyn. See the races table for the bonuses inherent to each.
- Please feel free to experiment with creating new races and assigning bonuses as appropriate.
- All bonuses for a race should add up to no more than a total of 6 skill points.

Race	Bonuses
Human	Spell Points +2 Spot +2 Any Spell +2
Elf	Spell Points +2 Spot +2 Any Spell +2
Dwarf	Armor +2 Hit Points +2 Weapon Damage +2
Gnome	Spell Points +2 Armor +2 Any Spell +2
Hyn	Sneak +2 Spot +2 Hit Points +2

CLASSES

- A character may be a fighter, a sorcerer, a cleric, or a thief.
- See the class table for the bonuses for each class.
- Please feel free to create more classes with a +2 modifier in a skill appropriate to that class.

Race	Bonuses
Fighter	Weapon Damage +2
Thief	Sneak +2
Sorcerer	Spell Points +2
Cleric	Heal Spell +2

LEVEL ADVANCEMENT

- Level Advancement will go according to the level advancement table below.
- See the D2v3 Monsters and Enemies Manual included in this document for the experience values of different creatures.

Level	MIN EXP	Level	MIN EXP
01	0	11	5600
02	100	12	6700
03	300	13	7800
04	700	14	9100
05	1100	15	10500
06	1600	16	12000
07	2200	17	13600
08	2900	18	15300
09	3700	19	17100
10	4600	20	19000

CHARACTER SHEET

Character sheets allow players (and game masters) to keep track of the stats of characters. This makes it easy to figure out how many HP (hit points) and SP (spell points) your characters still has left, how strong his or her attack is, and what kind of spells or resistances they have. You can make one an just about any sheet of paper. Below is an example.

EXAMPLE CHARACTER SHEET

Skill Name	Skill Pts	Race	Class	Total	Current
Hit Points					
Spell Points					
Armor					
Weapon Damage					
Initiative					
Fire Spell					
Electricity Spell					
Cold Spell					
Sonic Spell					
Heal Spell					
Sneak					
Spot					
Fire Resistance					
Electricity Resistance					
Cold Resistance					
Sonic Resistance					

Monsters And Enemies Manual

This is a resource written for the D2v3 game system. Just as with the core D2v3 rules, details are left up to the imaginations of the game master and players. This document merely provides a few details concerning the skill point ranges, skill point averages, and experience value of various monsters.

It is assumed that the players and game masters already have an idea as to what the creatures look like and will use their own descriptions of the creatures.

The points listed for various skills are average and may be adjusted within the point range of the creature.

THE CREATURE LEVEL TABLE

Below is the key table for this manual. It is there that you will find the experience values, point ranges, and average points for the various creature levels.

The game master is encouraged to choose a number of skills points for the enemies that is an appropriate challenge for the skill points that her players have earned.

<u>Creature Level</u>	<u>Experience Val</u>	<u>Skill Pts Range</u>	<u>Skill Pts Avg</u>
1/10	2	1	1
1/6	4	2	2
1/4	6	3	3

1/3	8	4	4
1/2	12	5-9	7
1	25	10-15	13
2	50	15-25	20
3	75	20-35	30
4	100	25-45	35
5	125	30-55	45
6	150	35-65	50
7	175	40-75	60
8	200	45-85	65
9	225	50-95	75
10	250	55-105	80
11	275	60-115	90
12	300	65-125	95
13	325	70-135	105
14	350	75-145	110
15	375	80-155	120
16	400	85-165	125
17	425	90-175	135
18	450	95-185	140
19	475	100-195	150
20	500	105-205	155

EXAMPLE CREATURES

Creature Level 1/10

Bat: Weapon Damage 1

Monstrous Centipede - Tiny: Poison 1

Rat: Weapon Damage 1

Toad: Hit points 1

Creature Level 1/6

Lizard: Weapon Damage 1, Hit Points 1

Monkey: Weapon Damage 1, Hit Points 1

Raven: Weapon Damage 2

Donkey: Hit points 2

Skeleton - Tiny: Weapon Damage 2

Zombie - Tiny: Weapon Damage 1, Hit Points 1

Creature Level 1/4

Cat: Weapon Damage 2, Hit Points 1

Goblin: Weapon Damage 2, Hit Points 1

Monstrous Centipede - Small: Poison 1, Hit Points 2

Monstrous scorpion - Tiny: Poison 1, Hit Points 1, Armor 1

Monstrous spider - Tiny: Poison 3

Owl: Weapon Damage 2, Hit Points 1

Pony: Weapon Damage 1, Hit Points 2

Skeleton - Small: Weapon Damage 3

Weasel: Hit Points 1, Armor 2

Zombie - Small: Weapon Damage 2, Hit Points 1

Creature Level 1/3

Dire Rat: Weapon Damage 2, Hit Points 1, Armor 1

Dog: Weapon Damage 2, Hit Points 2

Giant Beetle: Armor 3, Hit Points 1

Hawk: Weapon Damage 3, Hit Points 1

Skeleton - Medium: Weapon Damage 3, Hit

Points 1

Snake - Tiny Viper: Poison 3, Hit Points 1

Creature Level 1/2

Abyssal Dire Rat: Weapon Damage 3, Hit Points 2, Armor 2

Animated Object - Tiny: Weapon Damage 4, Hit Points 2, Armor 1

Baboon: Weapon Damage 3, Hit Points 3, Armor 1

Badger: Weapon Damage 4, Hit Points 2, Armor 1

Eagle: Weapon Damage 3, Hit Points 2, Armor 2

Giant Bee: Weapon Damage 4, Hit Points 2, Armor 1

Monstrous Centipede - Medium: Poison 4, Hit Points 3

Monstrous Scorpion - Small: Poison 3, Hit Points 2, Armor 2

Monstrous Spider - Small: Poison 5, Hit Points 2

Snake - Small Viper: Poison 5, Hit Points 1, Armor 1

Zombie - Medium: Weapon Damage 4, Hit Points 2, Armor 1

Creature Level 1

Dwarf: Hit Points 4, Armor 3, Weapon Damage 5

Elf: Hit Points 3, Spot 3, Spell Points 3, Any Spell 3

Gnome: Hit Points 3, Spell Points 3, Armor 3, Any Spell 3

Human: Hit Points 3, Armor 1, Spot 2, Any Spell 2, Spell Points 2

Hyn: Hit Points 4, Sneak 4, Spot 3, Armor 1

Orc: Hit Points 3, Armor 2, Sneak 3, Weapon

Damage 4

Creature Level 2

Aasimar: Hit Points 5, Spell Points 5, Heal Spell 5, Weapon Damage 3, Armor 2

Tiefling: Hit Points 5, Spell Points 5, Fire Spell 5, Weapon Damage 3, Armor 2

Creature Level 20

Titan: Hit Points 20, Armor 20, Fire Resistance 20, Cold Resistance 20, Electricity Resistance 20, Sonic Resistance 20, Weapon Damage 20, Spot 10, Initiative 5

NOTES

- Anything not covered by these rules is up to the Game Master.
- The Game Master may reserve the right to change the rules.
- If a decision cannot be made as to whether or not something can be done, maybe you can flip a coin.
- You Might be wondering what happened to version 1 of the d2 system. It was pretty primitive and is hiding in a corner someplace.
- D2v3 version 3 is largely a clean up of v2, with better support for movement and other issues that players of the system have brought to my attention. D2v4 will continue that same process of refining.

ABOUT THE AUTHOR

Phillip J Rhoades made the original version of the D2 system back in 2002. He was more than a little dismayed by the munchkins, the min-maxers, and the people more concerned with "winning the game" and rolling a lot of dice, rather than having fun and staying true to character. Maybe it's a bit reactionary, but it's been fun.